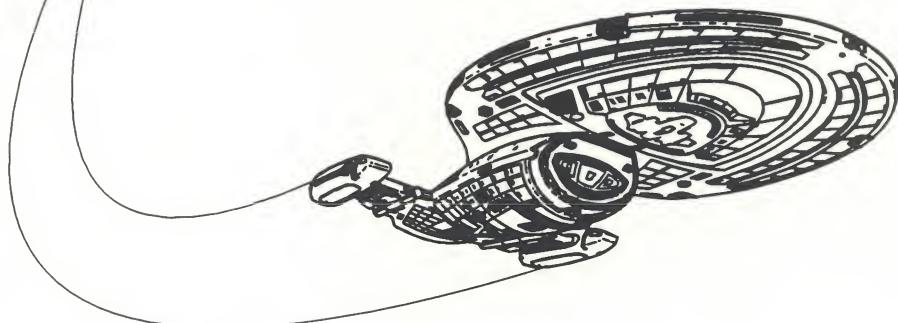


STAR TREK **VOYAGER**

YEAR 2



Writers'-Directors' Guide
1995-1996 Season

STAR TREK: VOYAGER

BIBLE

(Revised 05/11/95)

STAR TREK: VOYAGER is set in the same time frame as "The Next Generation" and "Deep Space Nine." It chronicles the adventures of a Starfleet vessel which must find its way back to Federation space from a distant part of the galaxy.

THE BACKSTORY

The Cardassian War is over, but the conflict refuses to die. Cardassians within the Demilitarized Zone continue to harass Federation outposts, and while Starfleet responds to any significant aggression, some colonists have decided to take matters into their own hands. This group of resistance fighters calls itself the Maquis -- and they are becoming more than a nuisance. The Federation considers them outlaws.

The Starfleet ship Voyager is dispatched to search for a Maquis ship which has disappeared in an unusual region of space known as the "Badlands." But Voyager finds itself swept up in a strange and terrifying phenomenon which ultimately deposits the ship at the far reaches of the galaxy -- so far that, even at warp speeds, it would take nearly seventy years to return.

They also find the Maquis ship there, and, in an uneasy liaison, the crews of the two ships agree to band together in order to maximize their chances of surviving and returning to Federation space.

But the Maquis ship is destroyed and its crew must come aboard Voyager. The two ships' captains negotiate for key positions: the Maquis insist on certain pivotal roles for their senior staff. An agreement is struck, and the ship sets

out, manned by this unusual mix of Starfleet and renegade officers -- some of whom get along, and some of whom don't.

Their quest is to find a "shortcut" home, a wormhole or other phenomenon which will transport them over the huge distance in minutes. But the Voyager captain also insists that -- even though they are seventy years from Starfleet Command -- they behave as a Starfleet crew. They will continue to go boldly, to explore, study, and investigate, so that when they do return, they will have amassed a vast wealth of knowledge about a heretofore unexplored region of space.

THE STARSHIP VOYAGER

It is smaller, sleeker, and more advanced than the Enterprise. It holds a crew of some one hundred twenty-five, and does not have families on board.

The ship is outfitted with many of the same facilities as the Enterprise: Bridge, Engineering, Briefing Room, Captain's Ready Room, Crew's Quarters, Transporter Room, Cargo Bay, Holodecks, and a general eating-gathering room called the Mess Hall. In addition, there is a Marseilles bar, Sandrine's on the Holodeck, which will become an unofficial "hangout" for the crew -- including Janeway, who shoots a mean game of pool.

One of the technological improvements is the inclusion of bio-neural circuitry in some of the systems. Essentially this involves synthetic neurons which are grown in gel packs, and which are able to organize and process information in new ways -- more closely approximating the behavior of the human brain. While this can result in many improvements, including faster response times, it is interesting to consider that the gel-circuitry is vulnerable not only to the failure modalities of traditional circuitry, but also to other kinds of problems, including real viruses. Anything we can imagine that can hurt real living brain tissue can probably hurt neural gel packs -- including heat, pressure, chemical imbalances, nutrient starvation, and synaptic diseases.

Voyager has the capacity to land on a planet and to take off again. Its nacelles are articulated and move into an "up" position when jumping to warp speed. This is part of a new technology which allows the ship to fly at warp speed without damaging the fabric of space.

THE MAQUIS

The Cardassians and the Federation may consider the Maquis outlaws, but in their own minds they are freedom fighters. They are idealistic nonconformists who believe passionately that they are taking the only course of action they can to protect themselves and their loved ones from continued Cardassian aggression.

Some are Starfleet officers who have resigned their commissions or dropped out of the Academy. Some have been asked to leave Starfleet. But most share a common trait: they are not comfortable living under the strict rules of conduct demanded by Starfleet. They are independent, free-thinking individuals with perhaps a few more rough edges than we might see in a typical Starfleet crew. As the series evolves, we will expect to see fewer rough edges and less frequent conflict between the Maquis and Starfleet.

In addition to the two regular characters that are Maquis (Chakotay and B'Elanna), we assume that some twenty more have come on board and can be used from time to time in stories.

CONTINUING CHARACTERS

KATHRYN JANEWAY

A human, Janeway is by no means the only female Captain in Starfleet. But it is generally acknowledged that she is among the best -- male or female. She embodies all that is exemplary about Starfleet officers: intelligent, thoughtful, perspicacious, sensitive to the feelings of others, tough when she has to be, and not afraid to take chances. She has a gift for doing the completely unexpected which has bailed her out of more than one scrape.

The daughter of a mathematician mother and an astrophysicist father, Janeway was on a track for a career in science. Her natural leadership abilities manifested themselves quickly, however, and she was rapidly promoted to ever-more-responsible positions. And because of her hands-on experience in various science posts, she brings to her captaincy a greater familiarity with technology and science than any captain we've yet experienced.

Her relationship with her mother, a Starfleet theoretical mathematician, was particularly close, and she used to enjoy talking with her, discussing esoteric issues of math as well as down-to-earth issues of life. Her mother was her role model, and bequeathed Janeway with warmth, sensitivity, intellectual curiosity, and likability. She misses her mother's presence in her life.

Janeway was in the midst of a relationship with a man when Voyager took its unscheduled leap to the edge of the galaxy. The last conversation she had with him took place on a monitor, and it was a rushed, harried chat. She never realized it was to be the last. Although she keeps up a positive front about finding a quick way home, she realizes that she may never reach Federation space in her lifetime, and that her lover, after an appropriate mourning period, will move on and

undoubtedly find someone else. These thoughts, held at bay during the day, tend to surface in the middle of the night when it's hard to sleep.

She's found a way to relieve some of the pressure of command: "holo-novels." These are programs which allow the participant to play a character in a series of unfolding "chapters" in a fictionalized adventure. In the first of those, she is a woman who has taken the position of governess in a mysterious English mansion. The program is about as far from her life aboard "Voyager" as one could get; it provides a way for her to escape, however briefly, from the burdens that she must shoulder daily.

Janeway is respected and loved by the members of her crew, but what about the renegades? Their captain, Chakotay, has agreed to the position of First Officer, and must now report to a Starfleet officer. Chakotay himself develops a strong bond with Janeway. He had known of her, heard of her diplomatic and tactical exploits, and realizes that if they were to be dumped at the ends of the galaxy with any Captain -- they're lucky it was this one.

Tom Paris has been given his chance at redemption by Captain Janeway, and he's determined to prove to her that it was a good idea. And even B'Elanna has grown to respect the Captain during the early part of their voyage. But the relationship still has a guarded quality.

TOM PARIS

Paris' career in Starfleet was expected to be exemplary. He descended from a proud lineage of Starfleet legends; his great-grandfather, grandmother, father, and aunt were all Admirals. Everyone assumed that Tom, who was bright, capable, and charming, would achieve those same heights. No one knew that Tom felt a tremendous pressure to live up to the name his family had carved -- and had grave doubts whether that was possible.

He fared well enough at Starfleet Academy -- his grades, while not dazzling, were decent. He played on the Parises Squares team and participated in various activities. His greatest skill was as a pilot, and he often said he'd rather pilot a ship than sit in the captain's chair. After graduation, he joined a unit of Starfleet's S.A.V. division (Small Attack Vessel), where his piloting skills would be put to good use.

But there was an accident during a war games demonstration, a pilot was killed -- and Tom Paris, fearing his reputation might suffer and derail his career, lied and placed the blame on the dead man. The fault was actually his, and had he simply owned up to that, he would have been disciplined. But he was young, and was terrified of bringing disgrace onto his illustrious family.

That mistake cost him dearly. When the lie was revealed, he was discharged. His worst fears had been realized -- he had sullied the family name. He sank into a severe depression, wandering the next few years aimlessly, piloting freighters and tankers just to be behind the controls of a ship again -- the only place he felt even vaguely alive. At one point he landed in a port where he fell into a game of Dabo with some members of the Maquis, and at the end of a long night he ended up joining them. They offered him the one thing he wanted most: to pilot a sleek starship in situations which require extraordinary prowess. He wasn't much interested in their cause -- but it did provide a fight which took his mind off the fight with his own soul. He was with them barely a month when he was captured, and in his mind that was another "failure."

When Captain Janeway contacted him in prison, it was with the gift of a new chance at life, and he has always credited her for that opportunity. He would stop a phaser blast for her, and is determined to make her glad she gave him a chance. He of all the crew is not dismayed by the cruel fate which has befallen them: what does it matter that they're at the ends of the galaxy? He's flying a ship

and having adventures -- that's just what he wants to be doing and it doesn't matter particularly to him where it happens.

He has an affection for B'Elanna, seeing in her a soul at war and reminding him of himself. And, like B'Elanna, he is drawn toward the rock-like steadiness of Tuvok.

CHAKOTAY

The First Officer is a complex -- some would say difficult -- man. His background is unique: he spans two cultures, one foot in each, belonging to both and yet to neither.

In the 22nd century, a group of Indian traditionalists became dissatisfied with the "homogenization" of humans that was occurring on Earth. Strongly motivated to preserve their cultural identity, they re-located to a remote planet near what has now become known as the Demilitarized Zone.

Chakotay is a member of that Indian nation, but was always what his people call a "contrary;" he had a mind of his own, an individualistic rather than communal way of thinking. Though proud of his heritage and his traditions, he was not satisfied to ignore the galaxy around him -- a galaxy teeming with diverse life forms and amazing technology. He broke from his people, educated himself in the ways of the 24th century, and attended Starfleet Academy.

But he was "contrary" at the Academy also, and found he had difficulty adhering to the rigid codes and rules. He was commissioned and posted to the Merrimac just after the end of the Cardassian wars. When he learned that his people were becoming victims of attack by Cardassians, he left Starfleet to defend them, joining the then-infant group, Maquis.

Chakotay never gave up his practice of traditional rituals, and he preserves them aboard "Voyager." In his quarters are traditional Indian fetishes which reflect his Maya ancestry.

By the 24th century, Indians have developed a technology which allows them to experience vision quests in a completely safe way; they have "mapped" the unconscious and are comfortable roaming there. Chakotay has a "spirit guide" -- a timber wolf -- which appears to him now in dreams and visions, and often guides him in his decision-making process.

He has a reverence for all living things, and when he eats he offers thanks to the earth for providing food; he will not eat meat; he takes no drugs or alcohol.

As a leader he is steady, fearless, and capable of inspiring absolute devotion. Though he comes onto Voyager more by necessity than choice, he quickly wins the respect -- if not the admiration-- of both crews. He strikes an immediate and powerful bond with Janeway, but in other ways is a "man in the middle." The Maquis still feel that he's become a company man, and the Starfleet crew is not yet certain they can trust him.

TUVOK

The Vulcan Tactical/Security Officer is one of the wisest and most respected members of the crew. His Vulcan equanimity and patience serve him well in his role as the ship's peace-keeper, but it is his unofficial role which most binds him to the other crewmembers. His calming presence is comforting; many of the crew turn to him for advice and counsel, and are rarely disappointed.

Tuvok has not lived long (for a Vulcan), but he has lived well, tasting of most of life's experiences. He married young, loves his wife deeply, and has four children -- three sons and a daughter. His Vulcan emotional control is severely

tested when he allows himself to think of them -- even though, as he would readily admit, it is not logical to do so.

He has worked with Janeway for some time; they know each other well and have achieved the kind of comfortable relationship that comes with time and experience. She turns to him as a strong shoulder; she is the person he turns to when he needs one.

HARRY KIM

Kim, the Ops/Communication officer, is a human of Asian descent, and had the happiest day of his life when he reported to duty aboard Voyager. He knew his parents were proud -- though he was a bit embarrassed by their hugs and kisses as they said good-bye -- and that meant a lot to him. As the only child of a couple which had tried for years to conceive, he was their great pride, their golden child. He grew up with love, warmth, and support, and an assumption that he would excel at whatever he chose. More than anything, he wanted to fulfill that expectation, to repay his parents for their undying devotion to him. And he had always done that, through his shining academic career and his graduation with honors from the Academy.

After Voyager was swept to the far reaches of the galaxy, when he realized he would never see his parents again and they would believe him dead, his greatest regret was for the pain they would feel.

But if Harry was raised with love and care, he was also raised in a somewhat sheltered way. He had no worries, no cares, and whatever minor annoyances life might have brought were deflected from him by his parents. So Harry has some growing up to do. Having never experienced adversity, he has fewer of the tools for coping than some of the others. Though he tries to keep such thoughts from surfacing, he's scared. He's over his head in this mission; he

thought he'd be gone a month and then go home to share his adventures with his folks. But what has happened is unthinkable, and often he has the sensation that it's just a bad dream, that he will wake up in his bedroom at home, to the sound of his mother singing in the garden and his father hammering copper plate for sculptures.

He goes about his duties with diligence -- it's comforting, somehow, to have a job to do -- but more than anyone else, Harry is suffering.

The others know this, and in their varying ways, try to give the young man a helping hand. Tom Paris creates a "hangout" for the crew -- a Billiards Hall -- largely to help assuage Harry's loneliness. For while their methods of handling him range from Chakotay's stern insistence on duty to Janeway's comforting maternal presence, among the crew there is not one who doesn't like Harry Kim.

B'ELANNA TORRES

The Chief Engineer has a facade that's worked well for her: tough, knowledgeable, able to take care of herself, bothered by nothing. In fact, beneath the surface, there dwells a person confused and at war with herself. B'Elanna has a mixed heritage -- Klingon and human -- that she deplores. Her Klingon side is disturbing to her; she makes every effort to suppress it, preferring to develop her human side. She distrusts the feelings her Klingon blood produces, and wishes that, like Tuvok, she could achieve total control of them.

B'Elanna's attitude stems from a complex mix of factors: Her Klingon mother and her human father separated when she was young and vulnerable, and she grew up not knowing her father. Consequently, he was transformed by her into a fantasy image: the perfect daddy-prince, an idealized figure who stood for all that was good and valuable.

She and her mother lived, not on the Klingon Homeworld, but on a remote colony which was largely human, and where the young child inevitably grew up feeling like the "other." As she grew older, the feelings began to solidify: being Klingon was equated with alienation and loss, and being human represented everything that was desirable.

The turning of her back on her Klingon side was epitomized when she was accepted at Starfleet Academy, where she excelled in the sciences. But even then she struggled with the structure and discipline demanded of the students. By the second year, she had washed out. Her brief career was stormy; she was at odds with her colleagues over almost every aspect of Starfleet life. Once again, she believed that she didn't fit in -- and blamed this, as usual, on her Klingon side.

As a member of the Maquis, B'Elanna had finally found an outlet for many of her frustrations -- a tangible enemy against whom she could fight. She was a courageous soldier, and either didn't realize or didn't acknowledge the fact that warring on the Cardassians allowed her Klingon warrior's blood to course freely and unashamedly.

Now, on Voyager, that foe has been taken away, and her own inner frustrations are thrown into marked relief. Without an enemy, B'Elanna is forced to deal with angry parts of herself that no longer have an appropriate outlet. It is through Tuvok's calm counsel that she is learning to accept herself.

THE DOCTOR

Doc is not really a person, but a holographic figure -- an emergency medical program devised by Starfleet. When the ship's doctor is unavailable, or needs added assistance, one can call on the holographic physician. The holodoctor appears as a human male and has been programmed with the most up-to-date medical knowledge; he is capable of treating any disease or injury.

Doc has awareness that he is a hologram, and is fully aware of his limitations. He had little personality when we first met him, except for some testiness and arrogance. Subsequently, he began to develop -- with Kes' help -- a greater sense of himself as a true member of the crew, a person who deserves a little respect.

The search for a name has been part of that arc. Kes feels he needs a name in order to feel like a real crewmember, and the Doctor has been looking for just the right one. He's considered several -- Salk, Spock, Schweitzer -- but has yet to find the one that really works.

Kes has become his medical student; her intellectual abilities are equal to the task, and Janeway realized that they may need a medically trained person who can operate somewhere besides Sickbay. She has already proven herself invaluable. The pairing of Kes and the Doctor makes for an unusual and strangely warm-hearted relationship, and their arc continues to develop.

NEELIX AND KES

Neelix is an alien male unlike any we've ever seen, in that he comes from the part of the galaxy that has been heretofore unexplored. He's a strange one -- small, squat, and charming. He's part scavenger, trader, con man, procurer, and sage. His life has not been an easy one, but he has toughed it out -- surviving by his wits and instincts in a dangerous part of space.

Neelix has developed the capacity to be all things to all people. You want a guide? I'm a guide. You want a weapon? I'm an arms trader. You want a cook? I'm a gourmet chief. He's the ultimate in flexibility and a jack of many, many trades.

Neelix wants nothing more than to be helpful. He loves the life on Voyager, and wants to maintain his presence there, and so he tries to be useful.

He is very smart -- not a bumpkin or a buffoon -- and savvy enough to know that he must be genuinely helpful if he's to be taken seriously on this ship.

Kes is his Ocampa lover. She is delicate, beautiful, young -- and has a life span of only nine years. Neelix adores her, is protective of her, is insanely jealous of her. Kes doesn't give him any reason for those feelings; she loves Neelix and is loyal to him. But she is inquisitive and eager to absorb knowledge about this starship and its fascinating crew. She is an innocent who sees humanity through a fresh perspective, and the crew of Voyager never cease to fascinate her.

Kes has discovered that she has some unusual mental abilities -- abilities of which she was heretofore unaware and which she still can't identify or control. These capabilities have taken the form of vague "sensations" of alien presences and temporal phenomena. Occasionally she is aware that a specific person has been in a room she enters -- even when that person has been gone for hours. Kes knows there were legends that her Ocampa ancestors had unusual mental abilities, but present day Ocampa seemed to have lost those powers. Kes is excited that she may be back in touch with her heritage.

Neelix is the "cook" in the Mess Hall. It's a job he wangled to get himself and Kes a comfortable life on this luxurious starship. Because of the huge power drain that replicators place on the ship's systems, the crew must, for the first time in years, supplement their diet with real food. Neelix knows where to find it and how to prepare it, and before long, he's invaluable. He also enjoys being right in the heart of things -- and where else is that but in the Mess Hall? He knows when to listen, when to keep quiet, and when to speak up... and the crew finds that he can be a valuable repository of information.

Kes helps out by growing vegetables in her airponics garden in Cargo Bay, but she'd much rather be roaming the ship, getting to know the people; Neelix

can never seem to find her when he needs her, and he's always sure she's standing up in a closet with a sailor.

Their relationship is offbeat, wry, and funny -- and allows us insights into a uniquely alien relationship. Neelix and Kes, a truly odd couple, become oblique commentators on the human condition.